FAKHRI RASYID SAPUTRO

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SUMMARY

Mobile Developer with two years of experience developing Mobile applications. Passionate about SOLID principles and Clean Architecture, experienced in government and industrial projects, as well as creating libraries. Skilled in independent and team work, committed to advancing Mobile Development expertise and impactful projects.

EDUCATION

Universitas Dian Nuswantoro (GPA 3.83)

2021 - 2025

Informatics Engineering

SMAN 1 Salatiga

2018 - 2021

Mathematics and Science

PROFESSIONAL EXPERIENCE

Android Engineer Intern

February 2024 - June 2024

Traveloka (Travel Activities Department)

- Implemented new features using design patterns and developed unit and UI tests with a minimum of 75% code coverage to meet development and application requirements in the Travel Activities modules.
- Fixed bugs and refactored features in Kotlin and Java code within the Travel Activities modules of the Traveloka app to enhance application performance.
- Conducted in-depth research on the latest Android technologies and trends to identify and apply innovative solutions for enhancing the Traveloka Android application.

Mobile Developer

January 2022 - February 2024

Part Time Freelancer

- Constructed various mobile applications from scratch using technologies such as Kotlin/Java, Flutter, or React Native with supporting back-end frameworks to meet specific client needs effectively.
- Proactively lead, manage, collaborate, and effectively communicate with the development team when the projects transitioning into team efforts, particularly when modules are tightly integrated.
- Actively communicate with clients to understand their requirements, consistently provided updates, and incorporated their feedback to ensure the delivery of products that meet their expectations.

Android Development Trainer and Speaker Doscom: Dinus Open-Source Community

May 2023 - June 2023

- Provided tailored training in Kotlin & Java, Object-Oriented Programming (OOP), and the development of simple Android applications using Android Studio targeting high school and vocational students at SMKN 9 Semarang, SMK Palapa Semarang, and SMK Nurul Barqi.
- Led public workshops on Android Development with Kotlin, sharing knowledge and best practices to help participants enhance their skills and stay updated with the latest trends in mobile development.

Project Based Intern: Mobile Developer Virtual Internship Experience Schoters

July 2022 - August 2022

• Accomplished a variety of tasks as a Mobile Developer at Schoters, demonstrating expertise in Android development, Firebase integration, version control management, and code optimization to enhance application performance and user experience.

ORGANIZATIONAL EXPERIENCE

Google Developer Student Club UDINUS (GDSC Udinus)

August 2023 - July 2024

• **Head of Event Core Team:** Effectively lead, organize, and manage events for UDINUS Google Developer Students Club, including workshops and technology-focused bootcamps.

Dinus Open-Source Community (DOSCOM)

August 2022 - July 2024

• Head of Human Resource Field: Actively lead and manage the Programming, Multimedia, and Network divisions, overseeing training and fostering knowledge-sharing through mentoring.

FEATURED PROJECTS

Space Attack (Kotlin Multiplatform, Jetpack Compose, Swift) **Personal Project**

January 2025

• Develop a space invader-like game utilizing custom native view with Jetpack Compose and SwiftUI for both Android & IOS Platform, with the business logic mechanism written in Kotlin Multiplatform.

Leech (Kotlin) September 2024

Open-Source Android Library

• A lightweight, open-source Kotlin library for efficient background file downloads, using CoroutineWorker, Kotlin Flow, Room, and Retrofit with seamless updates and notifications.

Traffic Sense (Kotlin, Laravel)

January 2024

Personal Project

• Creating a mobile app that can help reduce air pollution through features including tracking air pollution sensors, dynamic routing to find routes with less pollution, and carpooling.

Ndoro Kojo Livestock Application (Kotlin, Laravel)

November 2023 - December 2023

Semarang District Government

• Build a mobile livestock application management to assist in recording information about livestock and breeders under the jurisdiction of the Kabupaten Semarang government.

Absenin (Kotlin, Laravel)

June 2023 - August 2023

PT. IDEA BUILDING SERVICE Semarang

• Develop a mobile application for employee attendance tailored to the industrial sector, utilizing the geolocation feature as the primary method for attendance tracking.

My Heavy Application (Kotlin, Firebase)

February 2023 - May 2023

Freelance Project

• Creating a platform for industrial mechanics to facilitate machine maintenance supervision. The platform comprises various modules, including a QR Scanner, PDF Builder, and more.

CERTIFICATIONS

• Traveloka Internship Certificate (Traveloka)

June 2024

• Schoters Mobile Apps Developer Virtual Internship Experience Program (Schoters)

August 2022

SKILLS

- Programming Languages: Kotlin, Java, Dart, JavaScript, PHP, Python, Matlab.
- Frameworks: Jetpack Compose, KMP, Flutter, React Native, Laravel.
- Mobile Development Needs: MVVM, MVP, TDD, OOP, Modularization, Reactive Programming, Dependency Injection, Continuous Integration, Firebase.